"THRILLS, CHILLS, SOUND & MOTION"

DELTAPOINT

ANIMATED DESKTOP

FOR WINDOWS™

The Amazing Icon and Cursor Animator That Brings Your Desktop to Life!

- Icon and Cursor Animator
- Sound Effects Player
- Icon and Cursor Editor
- Application Launcher

DeltaPoint

Registration and Technical Services

To receive upgrade information and technical support, make sure you fill out the *Animated Desktop* registration card included in your package. Fold it along the center line, tape it closed, and mail it to DeltaPoint, Inc. You do not need to affix postage.

Be sure to include your program serial number which is located on a small sticker on the back of your *Animated Desktop* Program disk.

If you have any questions or comments about *Animated Desktop*, please contact our Technical Support department.

Please have your registration number handy when you call.

Technical Support:

Phone Number:(408) 375-4700
Hours: 6:00am and 6:00pm Pacific time, Monday through Friday, except holidays.

DeltaPoint can also be reached through the following electronic services:

America Online: DELTAPOINT
AppleLink: D0067
CompuServe: 76004,1522

By mail:

DeltaPoint, Inc.
2 Harris Court, Suite B-1
Monterey, CA 93940

By fax:

(408) 648-4020

For your records, write your serial number here:

Sampler Edition

DELTAPOINT, INC. • HARRIS COURT, SUITE B-1 • MONTEREY, CA 93940 • (408) 648-4000

Acknowledgments

DeltaPoint Animated Desktop™ for Windows™

Designed by	Alex Leavens, Bill Pryor, and Nigel Hearne
Written by	Alex Leavens
Help System	James White and Kimberley Ness
Quality Assurance	Zak Imam, and Oliver Fellguth
Documentation	Kimberley Ness
Cover Design	Janice St George and The Wecker Group, with assistance from Nigel Hearne
Icons	Alex Leavens, Nigel Hearne, and John Mason
Sounds	Sound Source Unlimited, Inc., John Mason Studios, and DeltaPoint.

Sampler Edition

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Installation

This chapter tells you how to install *Animated Desktop*.

Before you install *Animated Desktop*, make copies of your *Animated Desktop* disks and store the originals in a safe place. It is also a good idea to make sure your distribution disks are write protected before copying them.

If you do not know how to write protect and copy disks, see your "*Microsoft Windows User's Guide*" for instructions.

Remember that Animated Desktop is copyrighted and that your copy has a unique serial number. It is illegal for you to copy Animated Desktop except for backup purposes.

Installing *Animated Desktop*

Animated Desktop is installed onto your hard disk using a special installation program. The application and files on the installation disks are compressed and cannot be used by copying them directly onto your hard disk. (For users of alternative desktops, follow your desktop manual's instructions for executing a program).

The Installer provides two options — "Complete Installation" and "Custom Installation." "Complete Installation" installs the *Animated Desktop*, and all other files including single-frame and animated icons, and cursors, sound files, and wallpaper.

"Complete Installation" requires approximately six megabytes of hard disk space. "Complete Installation" is highly recommended because it ensures that you can take full advantage of all *Animated Desktop*'s features.

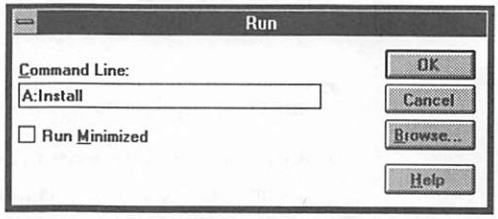
"Custom Installation" lets you choose which applications and groups of files you want to install. If you have limited hard disk space available, or do not plan to use certain features within *Animated Desktop*, you may want to customize your installation. "Custom Installation" requires varying amounts of hard disk space, depending on the options you choose.

To install *Animated Desktop*:

1. **Start Windows.**
2. **Insert the *Animated Desktop* Disk 1 into your disk drive.**

3. **Choose "Run..." from the Program Manager File menu.**

   The "Run" dialog appears.



4. **Type "A:Install" in the Command Line text box.**

   If your computer has a dual-diskette drive, substitute the letter for the source drive.

5. **Click "OK."**

6. **An information box appears indicating to you that the *Animated Desktop* installation program is being loaded.**

7. **A welcome box appears.**

   You can press Esc anytime to terminate the installation.

8. **Click "Continue."**

   The following dialog appears.

9. **Select an installation option and click "Continue."**

   A "Complete Installation" installs all of the files included with *Animated Desktop*. A "Custom Installation" allows you to select and install only the files you need.

10. **Follow the instructions on the screen to install *Animated Desktop* using the Complete or Custom Installation.**

Replace disks as prompted. Help is available to assist you in selecting options and installing *Animated Desktop*.

11. **The install program asks you where you want to install *Animated Desktop*; the default is C:\animator.**

    To install the program in a different location, simply delete the path, and type in the desired location. For example, if you have a hard disk D:, and you want to install *Animated Desktop* in a directory titled \winapps, you would type: D:\winapps and press "Return" or click "OK."

    Once the install program has verified your entry, it begins copying the files to your hard disk. It displays the name of the file that it is currently processing, as well as displaying a "percent done" bar, which indicates how much of the install process has been completed.

12. **After the installation is complete, *Animated Desktop* is ready to run.**

    If the installation was not successful, a message appears indicating that installation failed. Check to make sure your hard disk has enough storage space for the type of installation you have selected. You should have a minimum of 1.5MB for a "Custom Installation" and a minimum of 6MB for a "Complete Installation." If you do not have enough space on your hard disk, clear your disk for the recommended amount of space and begin the installation again.

    If you have verified that your hard disk has enough free space and the program fails to install after a second attempt, contact DeltaPoint Technical Services at (408) 375-4700.

Installing the Sound Driver

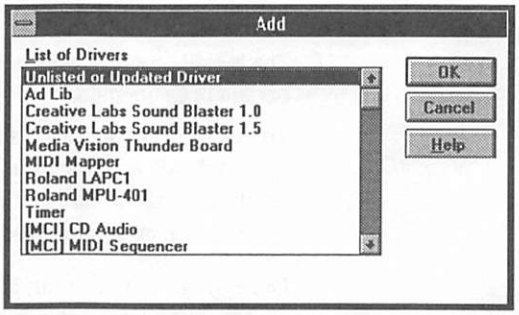
If you are using Windows 3.0 with Multimedia Extensions, or Window 3.1, you can take advantage of *Animated Desktop*'s sound capabilities. The special driver needed to play sounds through your PC speaker has been placed in the "animator" directory. This driver must be installed using the Windows Control Panel. This driver does not have to be installed if you are using a sound board.

To install the sound driver:

1. **Double-click on the Control Panel icon from within the Windows Desktop.**
2. **Double-click on the Drivers icon.**

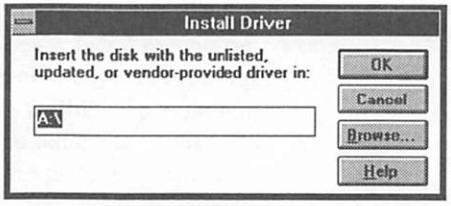
   The "Drivers" dialog is displayed.
3. **Press "Add."**

   The following dialog is displayed:



4. **Select "Unlisted or Updated Driver" and press "OK."**

   The following dialog is displayed:



5. **Enter "c:\animator" and press "OK."**

   A dialog appears with "Internal Speaker wave driver" selected.

6. **Press "OK."**

   The driver is now installed and the "Drivers" dialog reappears.

7. **Press "Close."**

8. **Restart Windows.**

   You must restart windows for your driver to be activated.

Understanding *Animated Desktop*

The *Animated Desktop* is designed for programmers, software engineers, graphics artists and any others who find themselves needing a tool with which to create single-frame and animated icons, cursors, and 32 pixel bitmaps for MS Windows 3.x programs. Your images can consist of one frame or up to a maximum of 8,000 frames.

The *Animated Desktop* contains a navigator which allows you to access the Animation Editor as well as the three different control panels without returning to the Program Manager.

Launching the Animation Navigator

To begin using the Animation Navigator, double-click on the *Animated Desktop* icon, or select "Run Program" from the Program Manager File menu. For users of alternative desktops, follow your manual's instructions for executing a program.

Note: The Animation Navigator must be launched in order to play the animation, sound, and cursors which have been applied to your system. The Application Launcher also only appears after the Animation Navigator is displayed.

To launch the Animation Navigator:

1. **Start Microsoft Windows 3.0 or 3.1.**

   If you are using 3.0 and want to take advantage of the *Animated Desktop*'s sound features, you must have Multimedia Extensions.

Animated Desktop

2. **Locate the Animated Desktop icon in the Animated Desktop program group in the Windows Program Manager.**

3. **Double-click on the Animated Desktop icon or select the Animated Desktop icon and press "Enter."**

   The Animation Navigator icon appears minimized at the bottom of your Desktop.

4. **Double-click on the minimized Navigator icon.**
   The Animation Navigator appears.

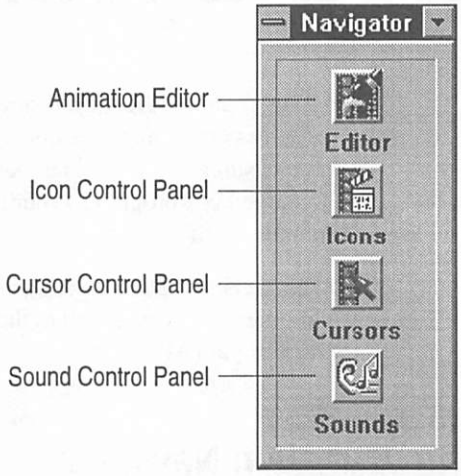


Figure 1. THE ANIMATION NAVIGATOR

The Animation Navigator

The *Animated Desktop* consists of four different areas; the Animation Editor, the Icon Control Panel, the Cursor Control Panel, and the Sound Control Panel. All of these are accessed through the Animation Navigator.

Table 1. THE ANIMATION NAVIGATOR ICONS

ICON	FUNCTION
	The **Animation Editor** creates, previews, and edits animations and single-frame images. Single-frame images can also be retrieved and applied using the Icon Library.
	The **Icon Control Panel** reviews, plays, and attaches animation and sound to Desktop icons. Animated icons and bitmaps can replace any minimized icon groups or application icons on the Windows Desktop.

Table 1. THE ANIMATION NAVIGATOR ICONS CONTINUED

ICON	FUNCTION
	The **Cursor Control Panel** reviews, plays, and attaches animated cursors to three system cursors; mouse cursor, system busy cursor, and system idle cursor. This control panel can also be used to attach a separate animation to each of the mouse cursor's eight directional movements.
	The **Sound Control Panel** plays and attaches sound to system events such as asterisk, critical stop, Windows exit, Windows start, question, exclamation, and default beep, and Animation Editor tools.

Expert vs. Novice

The Animation Editor has two different operating modes; Novice User, or Expert User mode. In Novice User mode, you are given warnings when you perform an action which can alter or erase your work. As you become more familiar with the Animation Editor operations, you can suppress many of these warning messages by switching to the Expert User Mode. To change modes, choose the appropriate command from within the Options menu.

Types of Images You Can Create

Three types of images can be created in the Animation Editor; icons, cursors, and bitmaps. All three image types can be made into single-frame images as well as animated files. Each image type has particular unique properties, cursors are monochrome, single-frame icons can contain more than one image, and single-frame bitmaps are not constrained to a particular size. The only difference between animated icons and bitmaps is that bitmaps cannot use transparent or inverse colors, making them 30% smaller than icons. The Animation Editor's maximum size for any image is 32x32 pixels.

Icons Color images displayed by the Windows Desktop (or other desktops which are compatible with Windows icons. The Icon Control Panel can attach sounds to any icon on your Windows Desktop. Icons can be 16x16, 16x32, 32x16, or 32x32 pixels.

Cursors Monochrome images which represent the movement and actions of the mouse. The Cursor Control Panel can attach cursors to three cursors in your Windows System.

Bitmaps Like icons, animated bitmaps can replace icons in your Desktop. Single-frame color bitmap images can be used by applications for a variety of uses; warning boxes, window characteristics, splash screens, etc. Single-frame bitmaps can also be created in the Animation Editor to be used as Windows wallpaper. Maximum bitmap size is 32x32 pixels.

The Animation Editor

To open the Animation Editor, click on the Editor icon from within the Animation Navigator. The first time the Animation Editor is opened, a dialog appears asking you to enter your name and company name.

Once the Animation Editor is opened, it displays the Animation Editor window (Fig 2.2). This is the main window in which you will create and animate your images. It is divided into several areas by function.

Using the Editing Grid

The largest area in the window is the Editing Grid. This is where the image is created or edited. Each of the cells corresponds to a single pixel in the final image. The Image Preview, the small box to the top right of the edit window, displays your image at actual size. All editing actions are reflected in the Image Preview window, allowing you to see how the image is actually displayed.

You can use the "Show Mouse Position" command to display the cursor's position in the Editing Grid. The position is show at the bottom of the Editing window in an (X,Y) format. X refers to its horizontal position (left-right), and Y refers to its vertical position (top-bottom).

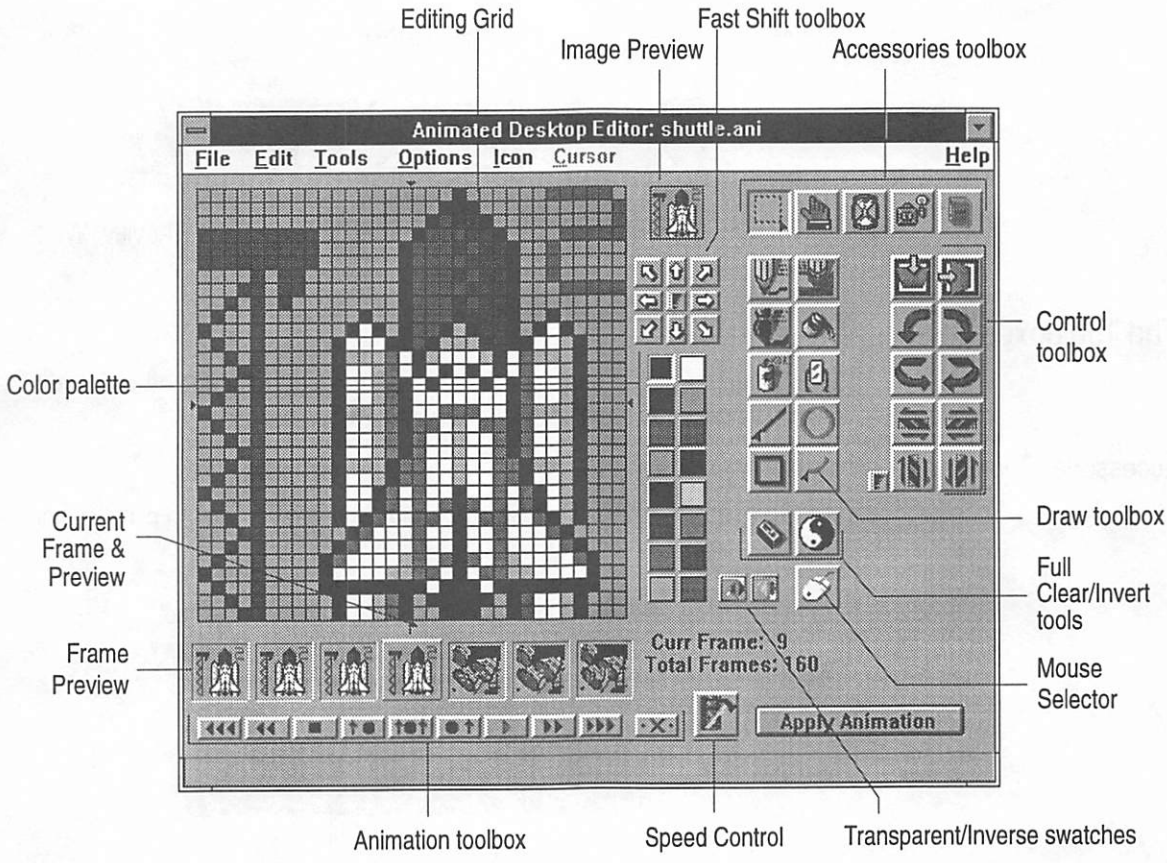


Figure 2. THE ANIMATION EDITOR

Frame Preview

This series of windows allows you to view a seven frame range in your animation. The raised frame in the middle is the current frame. The current frame windows is also used to preview an animation. Using the Animation tools, you can add frames before or after the current frame, or replace or remove the current frame. The frame number of the current frame is indicated to the right of the Animation toolbox.

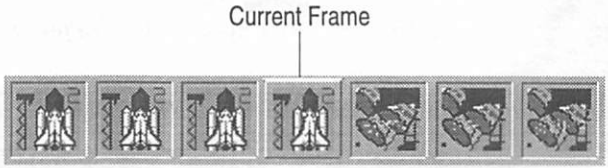


Figure 3. THE FRAME PREVIEW WINDOWS

The Toolboxes

The Animation Editor has been designed so that toolboxes and other function that are logically related, are physically grouped as well.

Accessories Toolbox

The Accessories toolbox consists of miscellaneous tools used to perform non-editing or creating functions such as move, select, undo, etc.

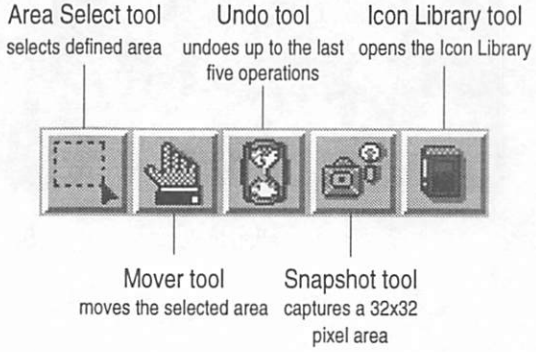


Figure 4. ACCESSORIES TOOLBOX

Table 2. THE ACCESSORIES TOOLBOX

TOOL	FUNCTION
	The **Area Select tool** allows you to select a portion of the image for manipulation with any Control or Draw tools, or the Full Clear tool. You can use this tool in conjunction with the Shift key to constrain the selection area to a circle. Double-click on the tool icon to specify whether or not you want the Area Select cursor to automatically change to the Mover cursor after an area has been selected.
	The **Mover tool** allows you to grab and move a selected portion of your image. Double-click on the tool or choose "Set Mover Tool..." from the Tools menu to display a dialog containing additional options for moving your image.
	The **Undo tool** undoes the previous action. You can click this icon up to five times to undo the last five operations.
	The **Snapshot tool** takes a 32x32 pixel snapshot of any image on the screen and displays it in the Editing Grid. You can also choose "Snapshot" from the File menu for other snapshot options. You can edit the image as you would any other image. When this tool is used, the Animation Editor is minimized revealing the Windows Desktop and any other images from anywhere on your hard disk.
	The **Icon Library tool** displays a dialog for opening a file containing icons, cursors, or bitmaps. If a Library is already open, the open Icon Library is displayed. The Icon Library allows you to retrieve, edit and replace images from anywhere on your hard disk.

Draw Toolbox

The Draw toolbox consists of tools necessary to create an image in the Editing Grid. You can double-click on some of these tools to bring up a dialog box, allowing you to further define and control the tool.

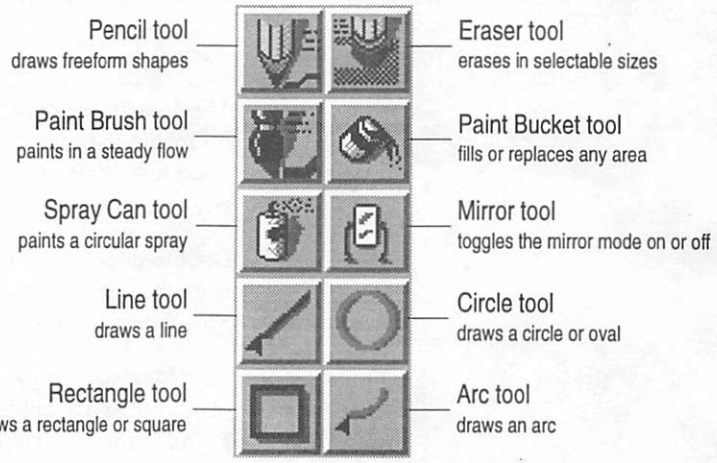


Figure 5. DRAW TOOLBOX

Table 3. THE DRAW TOOLBOX

TOOL	FUNCTION
	The **Pencil tool** can be used to color a single pixel or other freeform images. Double-click on the tool or choose "Set Pencil..." from the Tools menu to display a dialog for using color with this tool.
	The **Eraser tool** erases portions of the image. Double-click on the tool or choose "Set Eraser..." from the Tools menu to display a dialog which allows you to choose the size of the eraser and other functions.
	The **Paint Brush tool** paints multiple pixels at the same time using the selected color and brush pattern. Double-click on the tool or choose "Set Paint Brush..." from the Tools menu to display a dialog which allows you to choose the brush pattern.
	The **Paint Bucket tool** fills in any closed shape or selected area with the selected color. Double-click on the tool or choose "Set Paint Bucket..." from the Tools menu to display a dialog which allows you to choose the fill mode, or an option to change the default selection.

Table 3. THE DRAW TOOLBOX CONTINUED

TOOL	FUNCTION
	The **Spray Can tool** sprays multiple pixels at the same time using the selected color and nozzle pattern. Double-click on the tool icon or choose "Set Spray Can..." from the Tools menu to display a dialog which allows you to choose the nozzle pattern and to select a nozzle flow percentage.
	The **Mirror tool** turns the mirror mode on or off. You can use the Mirror tool in conjunction with any of the tools in this toolbox to create a mirror image. Once selected, this tool remains selected until you click on it again to turn it off. Double-click on the tool icon or choose "Set Mirror Tool..." from the Tools menu to display a dialog which allows you to choose one or a combination of seven mirror modes.
	The **Line tool** creates straight lines. Double-click on the tool icon or choose "Set Line Tool..." from the Tools menu to display a dialog for using color when creating a line.
	The **Circle tool** creates circles and ovals. Holding down the Shift key while using this tool constrains the object to a circle. Double-click on the tool icon or choose "Set Circle Tool..." from the Tools menu to display a dialog for using color when creating a circle.
	The **Rectangle tool** creates rectangles and squares. Holding down the Shift key while using this tool constrains the object to a square. Double-click on the tool icon or choose "Set Rectangle Tool..." from the Tools menu to display a dialog for using color when creating a rectangle.
	The **Arc tool** creates arcs. Holding down the Shift key while using this tool constrains the object to a quarter circle. Double-click on the tool icon or choose "Set Arc Tool..." from the Tools menu to display a dialog for using color when creating an arc.

Control Toolbox

The Control toolbox consists of tools which can be used to manipulate the entire image, or a selected portion. These tools do not create an image, but instead modify an already-existing image. You can double-click on these tools to bring up a dialog box, allowing you to further define and control the actions performed by the tool.

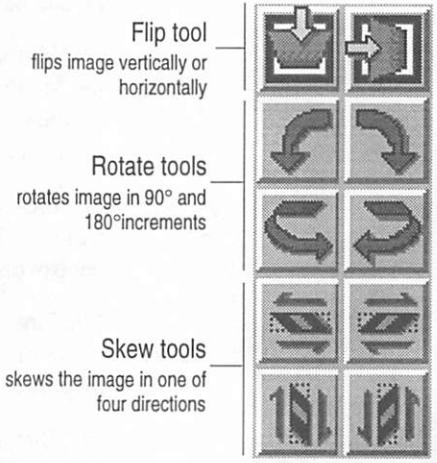

Flip tool
flips image vertically or horizontally
Rotate tools
rotates image in 90° and 180°increments
Skew tools
skews the image in one of four directions

Figure 6. CONTROL TOOLBOX

Table 4. THE CONTROL TOOLBOX

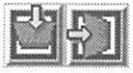
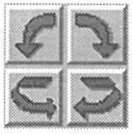
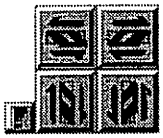
TOOL	FUNCTION
	The **Flip tools** flip the image vertically or horizontally. If an area has been selected, only that area is flipped.
	The **Rotate tools** rotate the image in left or right 90° or 180°. If the Area Select tool is used, only the selected area is rotated

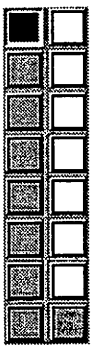
Table 4. THE CONTROL TOOLBOX CONTINUED

TOOL	FUNCTION
	The **Skew tools** skews the image 45° in any one of four directions. If an area has been selected, only that area is skewed. Click on the exclamation mark next to the tools or choose "Skew Tool..." from the Tools menu to display a dialog for setting additional preferences.

Using the Fast Shift Toolbox

Shifts the image (or selected portion) in any of eight directions. The Fast Shift toolbox is located near the Editing Grid, so that you can easily move an image around for accurate positioning. Double-click on the exclamation mark in the middle of the Fast Shift toolbox to display a dialog which allows you to specify the number of pixels the image is shifted, and other options for controlling the Fast Shift tools.

Using the Color Palette



The Color palette allows you to select the color used by the Draw tools. Click on the color you want used for subsequent drawing operations. When selected, the color swatch is highlighted, indicating that it has been chosen.

When editing icon and cursor images, you can also use the Transparent and Inverse swatches located to the bottom right of the Color palette. Both of these colors can be used in the same manner as any other color.

Table 5. TRANSPARENT AND INVERSE SWATCHES

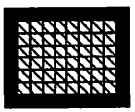
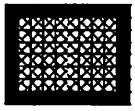
TOOL	FUNCTION
	The **Transparent swatch** allows you to use any of the Draw tools to create a transparent area in your image. When a transparent color is used, that area of the icon or cursor becomes "see through" and allows the background or window to show through.
	"Transparent" pixels are displayed on the Editing Grid as white squares with left diagonal lines running through them.

Table 5. TRANSPARENT AND INVERSE SWATCHES CONTINUED

TOOL	FUNCTION
	The **Inverse Swatch** allows you to use any of the Draw tools to create a inverse area in your image. When inverse is used, that are of the icon or cursor displays the inverse color of the background or window.
	"Inverse" pixels are displayed on the Editing Grid as white squares with diagonally hatched lines running through them.

Animation Toolbox

The Animation toolbox, is located at the bottom of the Editing Window. These tools are used to play, create, add to, and delete individual frames from an animated icon. The Animation Control tool also allows you to control other aspects of the animation playback. If the icon displayed has animation, more than one frame is displayed in the Frame Preview windows directly above the VCR-like animation controls. If the icon does not have animation, nothing is displayed in these frames.

Table 6. ANIMATION TOOLBOX

TOOL	FUNCTION
	The **Fast Rewind** button returns the animation to the *first* frame.
	The **Rewind** button rewinds the animation *one frame* at a time.
	The **Stop** button stops the animation.
	The **Insert Frame Before** button inserts the image from the Editing Grid into a frame directly before the current frame.
	The **Replace Current Frame** button replaces the current frame with the image from the Editing Grid.
	The **Insert Frame After** button inserts the image from the Editing Grid into a frame directly after the current frame.

Table 6. ANIMATION TOOLBOX CONTINUED

TOOL	FUNCTION
	The **Play** button plays the currently displayed animation.
	The **Forward** button advances the animation *one frame* at a time.
	The **Fast Forward** button advances the animation to the *last* frame.
	The **Remove Frame** button removes the current frame.

Other Tools

Two other tools; Full Clear and Invert are located directly below the Draw tools. Both of these tool affect the entire Editing Grid or a selected portion.

Table 7. OTHER TOOLS

TOOL	FUNCTION
	The **Full Clear tool** clears the entire image on the Editing Grid, or if an area is selected, clears only the selected portion. If you are in Novice User mode, you will be cautioned about clearing the work space; if you are in Export User mode, the work space is cleared without warning – but don't worry, you can Undo!
	The **Invert tool** inverts the colors in the current image (or selected portion). Inverse colors are located next to each other in the Color palette. For example, black is the inverse of white and vise versa, dark red is the inverse of bright blue and vise versa, etc. If you are in Novice User mode, you will be cautioned about performing this operation. In Expert User mode, the action occurs immediately.

Table 7. OTHER TOOLS CONTINUED

TOOL	FUNCTION
	The **Mouse Selector tool** displays a dialog so you can set the function of your right mouse button. You have a choice of using the right mouse button to switch to the Mover tool, set the cursor hotspot, include the currently displayed image into the animation you are creating, undo the last edit, or no function.
	The **Speed Control** button displays a dialog allowing you to define the speed at which the animation will play.
	The **Apply Animation** button takes you to the control panel for the image type you are creating. (If you are working on an animated cursor, you are taken to the Cursor Control Panel. If you are working on an animated bitmap or icon, you are taken to the Icon Control Panel.)

The Icon Library Window

The Icon Library allows you to move images from the Icon Library to the Editing window with just a few mouse clicks. Because the Icon Library can read from and write to so many different kinds of file formats, it extends your image management capabilities. Although you cannot place animated cursors or icons into the library, you can extract images from the library to animate. You can also extract, edit, create, or replace single-frame images to and from the Library.

To display the Icon Library, click on the Icon Library tool in the Accessories toolbox or choose "Open Library..." from the File menu.

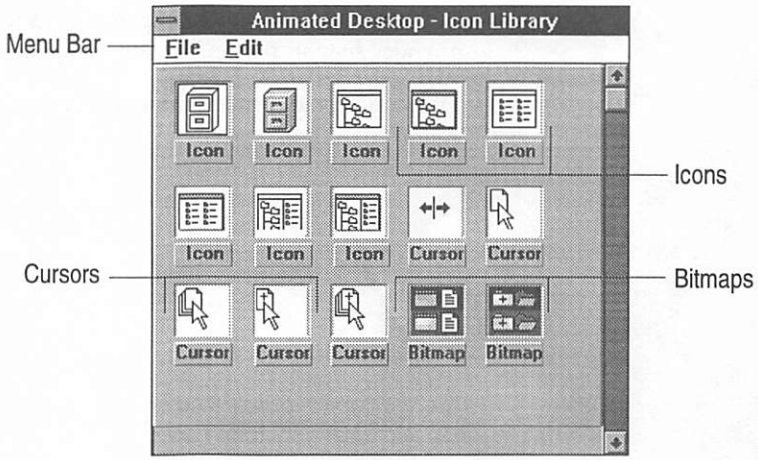


Figure 7. THE ICON LIBRARY

Table 8. THE ICON LIBRARY WINDOW

ELEMENT	DESCRIPTION
Icons	Color images displayed by the Windows Desktop (or other desktops which are compatible with Windows icons).
Cursors	Monochrome images which represent the movement and actions of the mouse.
Bitmaps	Color bitmaps which can be used inside an application for a variety of uses; warning boxes, window characteristics, splash screens, etc.
Menu Bar	The Icon Library has its own menu bar. These commands allow you to control the Icon Library.

You can change any icon, cursor or bitmap in any executable file (.EXE), Dynamic Link Library file (.DLL), driver file (.DRV), and hDC Icon Library file (.IL). Once the images are in the Library, can then be loaded into the Editing Grid for editing or to be used as a template for creating a new image. The ability to access driver files allows you to customize the way Windows itself looks, by modifying the look of all the Windows buttons and controls!

You can create new or edit existing icons, cursors, and bitmaps and use the library to replace these images throughout your Windows Desktop. The Icon

Library also allows you to import images from a variety of file formats as well as provides support for the Windows Clipboard.

The Icon Library is not used to display individually saved images created in the Animation Editor.

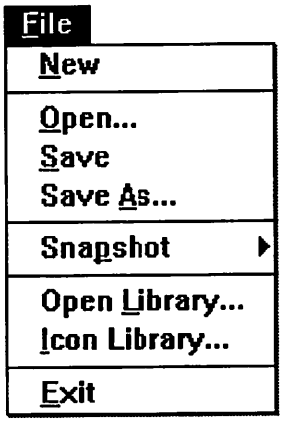
Animation Editor Menus and Commands

This chapter describes each Animation Editor menu, command, and dialog, in the same order in which it appears in the Animation Editor menu bar. The menu bar in the top of the page and commands contained within each cascading menu changes to reflect the options available for a specific image. Only commands used for the chosen image type are displayed.

To get on-line help from anywhere within the Animation Editor press F1.

File Menu

Use the File menu to open and create files, make a snapshot of an existing image, or open the Icon Library.



Create a new file

Displays a dialog so you can open any *.ICO, *.BMP, *.CUR, *.ICC, or *.ANI file

Saves the current image

Displays a dialog so you rename the current image/animation, or save it to another location

Displays a cascading menu so you can choose how to capture an image from the screen

Displays a dialog so you can open an Icon Library

Displays the open Icon Library

Quits theAnimation Editor

New

Creates a new file. If you have made changes to the current file and have not saved it, a dialog appears asking if you want to same the changes.

The type of image selected for the new file is the same as the previous. All of the settings are set to the appropriate defaults for the image type.

If you use the Full Clear tool to clear the Editing Grid, the defaults are reset. In this case make sure you choose "Save As..." so you can save the file with a new

name. Be careful, or you could end up saving your new image into the old file name, destroying your old image in the process.

Open...

Displays the standard dialog for opening a file. Scroll through the dialog window and select the file you want. You can also select on one of the File Types to display all of the files existing for the chosen type. You can open any of the five file types:

***.ICO** Standard Windows icon format.

***.BMP** Windows bitmap format

***.CUR** Standard Windows cursor format

***.ICC** PubTech File Manager icon format.

***.ANI** *Animated Desktop* animation file (bitmap, cursor, or icon).

Note: Do NOT attempt to load a different type of image file by typing into the file name text box something such as "*.ICO" when you have the "*.BMP" option selected. Doing so yields to unpredictable results, since you are telling the Animation Editor that you are loading both an icon image and a bitmap image at the same time.

Save

Saves your current image/animation in its existing file. If you have created a new file using the "New" command, and the image/animation has not been previously saved, you must use the "Save As..." command first in order to create a file name.

"Save" is only available when changes have been made to your work. If you have not made any changes to the file since it was last saved, or if the file does not yet have a file name, then the "Save" command is not available.

Save As...

Displays the standard Windows "Same As" dialog so you can name and save the current file, rename the current file, or save it to another location. Enter the name you want to give your file, including a file name extension. At this point you can change the image type. This means that you can easily change a cursor image to a bitmap image just by changing the radio button setting.

You have five possible choices:

***.ICO** Standard Windows icon format.

***.BMP** Windows bitmap format

***.CUR** Standard Windows cursor format

***.ICC** PubTech File Manager icon format.

***.ANI** *Animated Desktop* animation file (bitmap, cursor, or icon).

Be sure the correct directory and drive are selected, and click "OK."

Due to differences in file formats, it is not always be possible to save an image into a different format. When this happens, the Animation Editor alerts you to the situation, and requests that you make the necessary modifications to allow the image to be saved in the requested format.

For example, cursors are monochrome images, and use only black and white (as well as two special colors, transparent and inverse). If you attempt to save a cursor image that uses more than these four colors, the Animation Editor alerts you with a message telling you that you must change all incorrect colors before you can save the file.

Snapshot

Displays a cascading menu so you can capture images (primarily icon images) that the Animation Editor cannot extract in any other fashion. Given that the Animation Editor understands a wide variety of file formats and resources, this may not happen very often. Although some programs do not store icon images directly, you can still get a copy of the icon image associated with such files by using the Snapshot commands.

"Fixed Size" grabs a fixed 32x32 image from any portion of the screen, while "Variable Size" grabs a variable size portion of the screen. You can also use the Snapshot tool to capture a fixed size image. These images can also be use as a starting point for creating your animation. Snapshot images can be added to any frame in your animation.

Open Library...

Displays the standard "Open" dialog. This dialog allows you to import compiled single-frame icon and cursor resource images directly from a number of different file formats. Single-frame icons and cursors can exist in any of the following file formats (although a given file of a given type may not contain either kind of image):

***.EXE** Standard Windows executable file.

***.DLL** Standard Windows Dynamic Link Library (not all DLL's contain icons and/or cursors).

***.IL** hDC Icon Library format.

***.DRV** Windows driver file.

After you select the file to open, the Animation Editor checks the file to see if there are any icon or cursor images in it; if there are, the Animation Editor loads them into the Icon Library, and displays the Library window. You can review, edit, and replace any of the images as needed.

Icon Library...

If an Icon Library is open, the Library window is displayed. If an Icon Library is not open, the standard "Open" dialog appears. The Icon Library tool can also be used to display an open Library.

Exit

Exits the Animation Editor and returns you to the Program Manager or to another application is one is open. All default settings that you have requested during the editing session are saved to disk for next time.

If you haven't saved your current work, and are in Novice mode, you are warned; otherwise, the Animation Editor exits immediately.

Edit Menu

Use the Edit menu to access commands for editing, such as Undo buffers (the Animation Editor has five undo buffers, stacked from most recently used to least recently used), and cutting, copying and pasting from both the Clipboard and the Animation Editor's internal buffer.

Edit	
Undo Last	Undoes the last operation
Undo...	Displays a dialog so you can visually select an undo image
Cut To Clipboard	Cuts image from the Editing Grid and places it in the Clipboard
Copy To Clipboard	Copies the image to the Clipboard
Paste From Clipboard	Pastes the contents of the Clipboard into the Editing Grid
Cut To Buffer	Cuts the image from the Editing Grid and places it in the Animation Editor buffer
Copy To Buffer	Copies to theAnimation Editor buffer
Paste From Buffer	Paste the contents of the Animation Editor buffer into the Editing Grid

Undo Last

Undoes the last operation performed. This command works identical to pressing the Undo tool.

Unlike some other editing programs, virtually all operations in the Animation Editor qualify for undoing. This means that if you click the mouse in the Editing Grid to paint a single pixel, that operation is pushed onto the undo stack; if you then undo the operation, only that pixel changes.

You can use the right mouse button to undo the last operation. To set the right mouse button function, click on the Mouse Selector tool and select the "Undo last edit" from within the dialog.

Undo...

Displays a dialog containing visual images of the past five operations completed. The images are displayed in sequential order from right to left (that is, the oldest image is on the far right, and the most recent image is on the far left). To "undo" to one of these images, simply double-click on the desired image. To abort the undo process, click on "Cancel."

The Animation Editor keeps track of the last five versions of your image on an Undo stack. Whenever you complete your current imaging operation (for example, you lift off the mouse button to finish a paint operation), the Animation

Editor takes the current image and pushes it onto the Undo stack. The four images below it are pushed down, and the image on the bottom of the Undo stack falls off and is lost.

Cut To Clipboard

Cuts the entire image currently in the Editing Grid to the Windows Clipboard, in bitmap format. The entire image is always copied to the Clipboard, whether or not you currently have a portion of the image selected.

In the cut operation, a copy of the current image is put into the Clipboard, and the Editing Grid is cleared. If you want to retain your image on the Editing Grid after you put it into the Clipboard, use "Copy to Clipboard." Copying an image is identical to cutting an image, except that the image is not cleared after a copy is put into the Clipboard.

Copy To Clipboard

Copies the entire image currently in the Editing Grid to the Windows Clipboard in bitmap format. The currently selected area (if there is one) does not effect the image which gets copied to the Clipboard.

Unlike "Cut to Clipboard," copying does not clear the Editing Grid after the operation has occurred.

Paste From Clipboard

Pastes the current contents of the Clipboard (if available in bitmap format) into the Editing Grid. The way in which the image is copied in is controlled by "Set Mover Tool..." in the Tools menu.

The image in the Clipboard may be larger than the edit area; however, if it is, only the upper left portion of the image is copied into the edit window.

Cut To Buffer

Cuts the entire image currently in the Editing Grid, (or a selected portion) and places it into the Animation Editor's internal image buffer. The cut area is erased from the Editing Grid. This buffer is separate from the Clipboard, and is unaffected by it.

In the cut operation, a copy of the image is put into the buffer, and the Editing Grid is cleared. If you want to retain your image after you put it into the buffer, use "Copy to buffer." Copying an image is identical to cutting an image, except that the image is not cleared after a copy is put into the buffer.

The main difference between the Clipboard and the buffer is that if you have an area selected, then only that piece of the image is copied to the internal buffer of the Animation Editor. The rest of the image is not copied.

Copy To Buffer

Copies the entire image currently in the Editing Grid, (or a selected portion) and places it into the Animation Editor's internal image buffer. The copied area remains intact in the Editing Grid.

If you have an area selected, then only that piece of the image is copied to the internal buffer of the Animation Editor. The rest of the image is not copied.

The internal image buffer is separate from and unaffected by the Windows Clipboard.

Paste From Buffer

Pastes the image from the Animation Editor internal buffer into the Editing Grid.

If the cut/copied image was a selected portion, then it is pasted back into the same location. For example, if you cut a portion of an image starting at pixel (2,2), and ending at pixel (20,20), then when you paste that image back in, the image is placed with its upper left corner starting at (2,2), and ending with the lower right corner placed at (20,20).

The way in which the image is copied in is controlled by "Set Mover Tool..." in the Tools menu.

Tools Menu

Use the Tools menu to customize the way you want some of the Animation Editor tools to behave when performing certain graphics operations, such as line drawing, circle drawing, pasting, and moving.

Tools	
Set Pencil Tool...	Displays a dialog so you can set the Pencil tool drawing mode
Set Paint Brush...	Displays a dialog so you can set the brush pattern for the Paint Brush tool
Set Spray Can...	Displays a dialog so you can set the nozzle pattern and flow rate for the Spray Can tool
Set Paint Bucket...	Displays a dialog so you can set the fill style for the Paint Bucket tool
Set Eraser...	Displays a dialog so you can set the eraser pattern for the Eraser tool
Set Line Tool...	Displays a dialog so you can set the Line tool drawing mode
Set Circle Tool...	Displays a dialog so you can set the Circle tool drawing mode
Set Rectangle Tool...	Displays a dialog so you can set the Rectangle tool drawing mode
Set Arc Tool...	Displays a dialog so you can set the Arc tool drawing mode
Set Mover Tool...	Displays a dialog so you can set options for pasting and moving images
Set Mirror Tool...	Displays a dialog so you can set mirror options
Shift Tool...	Displays a dialog so you can shift your image more than one pixel at a time
Skew Tool...	Displays a dialog so you can skew your image to specified degrees

Set Pencil Tool...

Displays a dialog so you can select whether or not the selected color is used each time the Pencil tool is used. You can also display this dialog by double-clicking on the Pencil tool.

If this option is selected, the free-form image is drawn in the currently selected color regardless of the location of the starting point.

If it is not selected, and the pixel at the starting point is the same color as the currently selected color, then the Animation Editor draws in white. If the pixel at the starting point is not the same color as the currently selected color, the Animation Editor draws in the currently selected color.

Set Paint Brush...

Displays a dialog so you can choose the brush pattern to be used for future paint operations with the Paint Brush tool. You can also display this dialog by double-clicking on the Paint Brush tool.

From within the dialog you can double-click on one of the paint brush patterns or select one of the patterns, then on "OK."

The Paint Brush works in the same fashion as the Pencil tool. If the tip of the Paint Brush cursor is on a pixel of any color other than the currently selected color when the mouse button is pressed, the Paint Brush paints in the current color. If the tip of the Paint Brush cursor is on a pixel of the current color when the mouse button is pressed, the Paint Brush tool acts as an eraser and the paint color displays as white.

Set Spray Can...

Displays a dialog so you can choose the nozzle pattern to be used for future paint operations with the Spray Can tool. You can also display this dialog by double-clicking on the Spray Can tool.

In addition to selecting a nozzle, the Spray Paint tool also has a Nozzle Flow control. This controls how much paint is sprayed out of the nozzle. The nozzle consists of a series of holes, and the Nozzle Flow defines the percentage of paint flowing through the nozzle. You can enter a flow rate between -100 and 100 or click the direction arrows to scroll the setting.

When the flow rate is set at a negative number, the spray can acts as a vacuum cleaner—instead of spraying paint down, it sucks it off the Editing Grid. You can use this feature to create images with a "fragmented" look.

Set Paint Bucket...

Displays a dialog so you can select an option for determining the fill method of the Paint Bucket tool. You can also display this dialog by double-clicking on the Paint Bucket tool.

"Flood Fill" (default) performs a flood fill outwards from the selected pixel.

With "Replace Fill," when you click on a pixel in the Editing Grid, all pixels of that color are replaced by the current palette color. For example, if the current paint color is dark blue, and you click on a light green pixel in the Editing Grid, then all light green pixels are turned into dark blue ones.

The "Make Default" check box allows you to make the selected fill style the default. When checked, the current fill style is saved to disk. The next time you run the Animation Editor, this fill style is automatically selected at start-up. If you want the fill style to apply only to this editing session, do not check this box.

Set Eraser...

Displays a dialog so you can select the eraser size for the Eraser tool. This dialog also has an option that allows you to click on a specific color and only erase pixels with the same color. You can also display this dialog by double-clicking on the Eraser tool.

To erase the entire Editing Grid, click on the "Clear" button in the Editing window.

Set Line Tool...

Displays a dialog so you can select whether or not the selected color is used each time a line is drawn. You can also display this dialog by double-clicking on the Line tool.

If this option is selected, the line is drawn in the currently selected color regardless of the location of the starting point.

If it is not selected, and the pixel at the starting point of a line is the same color as the currently selected color, then the Animation Editor draws the new line in white. If the pixel at the starting point of a line is not the same color as the currently selected color, the Animation Editor draws the line in the currently selected color.

Set Circle Tool...

Displays a dialog so you can select whether or not the selected color is used each time a circle or oval is drawn. You can also display this dialog by double-clicking on the Circle tool.

If this option is selected, the circle is drawn in the currently selected color regardless of the location of the starting point.

If it is not selected, and the pixel at the starting point of a circle is the same color as the currently selected color, then the Animation Editor draws the new circle in white. If the pixel at the starting point of a circle is not the same color as the currently selected color, the Animation Editor draws the circle in the currently selected color.

Set Rectangle Tool...

Displays a dialog so you can select whether or not the selected color is used each time a rectangle is drawn. You can also display this dialog by double-clicking on the Rectangle tool.

If this option is selected, the rectangle is drawn in the currently selected color regardless of the location of the starting point.

If it is not selected, and the pixel at the starting point of a rectangle is the same color as the currently selected color, then the Animation Editor draws the new rectangle in white. If the pixel at the starting point of a rectangle is not the same color as the currently selected color, the Animation Editor draws the rectangle in the currently selected color.

Set Arc Tool...

Displays a dialog so you can select whether or not the selected color is used each time an arc is drawn. You can also display this dialog by double-clicking on the Arc tool.

If this option is selected, the arc is drawn in the currently selected color regardless of the location of the starting point.

If it is not selected, and the pixel at the starting point of an arc is the same color as the currently selected color, then the Animation Editor draws the new arc in white. If the pixel at the starting point of the arc is not the same color as the currently selected color, the Animation Editor draws the arc in the currently selected color.

Set Mover Tool...

Displays a dialog so you can control how the Animation Editor treats images which are moved using the Mover tool or how images are pasted from the Animation Editor internal editing buffer. You can also display this dialog by double-clicking on the Mover tool.

"Transparent" and "Replace" control how the moved image is placed onto the new area of the Editing Grid. If "Transparent" is selected, all white pixels in the selected area become transparent allowing the existing pixels on the Editing Grid to show through. If "Replace" is selected, the white pixels in the selected area become solid and replace the corresponding pixels in the Editing Grid.

"Move" and "Copy" control what happens to the selected area once it is moved. If "Move" is selected, the Move tool deletes the moved image from the original position. If "Copy" is selected, the selected image is copied before it is moved with the Move tool. The original image remains unchanged. In areas where the new image overlaps the original image, the new image is retained.

Set Mirror Tool...

Displays a dialog so you can set the Mirror tool mirroring options. You can also display this dialog by double-clicking on the Mirror tool.

You can click on more than one option in the dialog to achieve various mirroring effects. To clear previous mirror options, click on "Clear Settings." You can also save any combination of options as the default setting for the Mirror tool.

Shift Tool...

Displays a dialog so you can shift the entire image or just a selected portion in the Editing Grid. You can also display this dialog by clicking on the exclamation mark in the middle of the Fast Shift tools.

This dialog lets you define how many pixels the image is going to be shifted.

When "Wrap Image" is checked, any pixel which hits the edge of the image is brought around the opposite side of the Editing Grid.

"Make Default" makes any selections made in the dialog the defaults for the Fast Shift tools in the Editing Window.

Skew Tool...

Displays a dialog so you can skew the entire image or just a selected portion in the Editing Grid. You can also display this dialog by clicking on the exclamation mark next to the Skew tools.

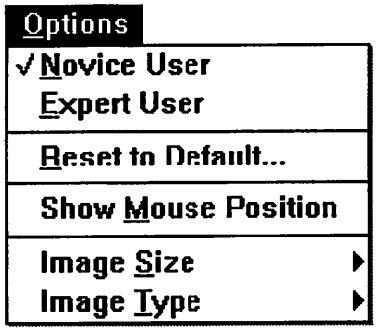
Unlike the Skew tools in the Editing Window where you can only skew at 45 degrees, this dialog lets you define how many degrees the image is going to be skewed.

When "Wrap Skewed Image?" is checked, any pixel which hits the edge of the image is brought around the opposite side of the Editing Grid.

You can also display this dialog by clicking on the exclamation mark next to the Skew tools.

Options Menu

Use the Options menu to customize various operational aspects of the Animation Editor, such as type and size of image, and experience level. The following menu entries are available:



Sets user level to novice

Sets user level to experienced

Displays a dialog so you can resets user selectable options to original settings

Displays/hides the current mouse location

Displays a cascading menu so you can set the pixel size of the image

Displays a cascading menu so you can set or change the current image type

Novice User

Determines whether or not you want the Animation Editor to display cautionary messages when you are performing certain actions which might be destructive or unexpected. For example, in Novice mode, when you click on the "Clear" button in the Editing window, the Animation Editor posts a cautionary advisory asking you if you really want to clear the work space.

To turn off most cautionary messages, select "Expert User."

Expert User

Determines whether or not you want the Animation Editor to turn off most of the warning messages present for a novice user. Most actions, destructive or not, are executed (a few, such as file overwrites, still generate a caution box) without a warning box.

To turn on warning messages, select "Novice User."

Reset to Default...

Displays a dialog so you can reset all of the user selectable options in the Animation Editor to their original default settings.

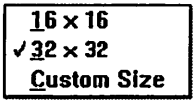
This allows you to experiment with different settings in the Animation Editor, and then cancel your changes by selecting "Reset to Default..." from the Options menu.

Show Mouse Position

Determines whether or not the mouse coordinates are displayed in the information line at the bottom of the screen. When a check mark is displayed beside this menu entry, the mouse coordinates are shown; when no check mark appears, then the mouse coordinates are not shown.

The mouse coordinates are defined as the pixel that the mouse is currently over when the mouse is in the Editing Grid. For example, the upper left corner of the grid is pixel (1, 1). The bottom left corner pixel is (1,32), etc. The first character determines the horizontal position (X) and the second character determines the vertical position (Y).

Image Size

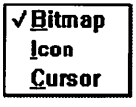


Displays a cascading menu so you can change the size of the Editing Grid.

"16x16" creates an image that is 16 pixels high by 16 pixels wide. "32x32" creates an image that is 32 pixels high by 32 pixels wide. "Custom Size" displays a dialog box so you can define an image with custom values for its height and width.

Icon and cursor images must be 16, or 32 pixels wide and 16, or 32 pixels high, although the width and height do not necessarily have to be the same measurement. Bitmaps can be any size you want, even extremely non-rectilinear sizes such as 7 pixels wide by 13 pixels high.

Image Type



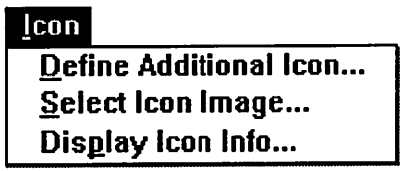
Displays a cascading menu so you can select the type of image/animation you are creating or editing. Each image type has particular properties which are unique to it; cursors are monochrome, but have an integral background mask which is displayed in two different colors. Icons can contain more than one image; bitmaps are not constrained to a particular size.

Single-frame and animated "cursors" can be created and used to replace cursors in existing programs. Cursors are images which represent the mouse location. Animated "icons" and "bitmaps" and single-frame "icons" can be created and used to replace icons on the Program Manager Desktop. A single-frame "bitmap" can be created and used as a standard bitmap format.

You can switch images at any point however, the Animation Editor may not let you change image types under certain circumstances. For example, you can't switch from a 16 color bitmap to a cursor image, because a cursor is not a color image. In this case, you must convert the colored pixels to either white or black before you can switch. A message notifies if any condition such as this exists.

Icon Menu

Use this menu to set options specifically for editing and creating single-frame icons. The commands in this menu are not effective for creating animated icons. This menu is only available if "Icon" is selected from the "Image Type" cascading menu in the Options menu. For other types of images (cursors and bitmaps), this menu is grayed, and the commands are unavailable.


Icon
Define Additional Icon...
Select Icon Image...
Display Icon Info...
Displays a dialog so you can add a new icon image to the current set
Displays a dialog so you can select which icon image to edit
Displays a dialog so you can show information about the current icon

Define Additional Icon...

Displays a dialog so you can add a new icon image to the current set of icon images. You can only have one icon assigned the same characteristics at the same time.

This option is used to create icons for other monitors such as CGA and VGA. Clicking on this menu entry brings up a dialog box, containing several controls, which allow you to specify the height, width, and number of colors for the new icon image. A list box is also displayed, which shows you the currently defined icons.

To define a new icon, choose its height, width and number of colors using the radio buttons, and then click "OK."

Select Icon Image...

Displays a dialog so you can choose which icon image you want to edit. For icons which have more than one image contained in them, this list box displays the properties of each icon: width in pixels, height in pixels, and number of colors. To select an icon, either double-click on the desired entry, or click on the entry, and then click on "OK."

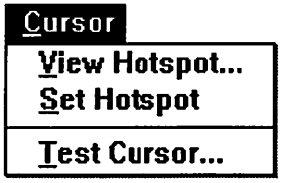
This selection is only available if more than one type of icon is defined in the "Define Additional Icon..." dialog. This dialog is also displayed if you are opening an icon file that contains more than one type of icon image.

Display Icon Info...

Displays a dialog so you can review the width and height of the icon image currently in the Editing Grid as well as the number of colors used.

Cursor Menu

Use this menu to set options specifically used for editing and creating animated and single-frame cursors. This menu is only available if "Cursor" is selected from the "Image Type" cascading menu in the Options menu. For other types of images (icons and bitmaps), this menu is grayed, and the commands are unavailable.



Displays a dialog so you can view the current position of the cursor hotspot

Displays a cursor so you can set a new hotspot position

Displays a dialog so you can test the cursor displayed in the Editing Grid at actual size.

View HotSpot...

Displays a dialog so you can review or edit the current position of the cursor hotspot. The hotspot is the only part of the icon which has a function. The hotspot is displayed as a medium grey pixel on the Editing Grid. You can also change the hotspot location by entering numbers in the X, Y, text boxes.

Set Hotspot

Displays a cursor which allows you to pick a new hotspot in the Editing Grid. Select a hotspot by clicking the center of the cursor on the pixel you want to become the cursor hotspot. The hotspot is the active part of the cursor.

A hotspot must be set for every frame in your cursor animation. You can use the right mouse button to set the cursor hotspot. To set the right mouse button function, click on the Mouse Selector tool and select "Set cursor hotspot" from within the dialog.

Test Cursor...

Displays a dialog so you can review a single-frame cursor you have just created at its true size. When you review your cursor, make sure that any white, transparent, or clear areas appear as you intended. Animated cursors can be tested by pressing the Play button. The animation is played in the Image Preview window.

Help Menu

Use the Help menu to access on-line information about how the Animation Editor works, performing different operations with the Animation Editor, tools, and commands.

Index

The Animation Editor has an extensive on-line help system which you can access when running the program. You can get help one of two ways:

To get context sensitive help:

1. **Press Shift + F1.**
   The cursor changes to the help cursor.
2. **Click on any menu command, or tool (such as the Pencil tool, Icon Library tool, color, etc.).**
   The Animation Editor starts up the on-line help system, and displays the topic that you've inquired about.

To get general help:

1. **Choose "Index" from the Help menu, or press F1.**
   The Help window is displayed at the top level index. From this display you can browse among the topics listed.

About Animated Desktop...

This menu entry displays copyright information and authorship, as well as listing the Animated Desktop version.

Note: If you are calling DeltaPoint Technical Services, please have the version number and date of your copy of the *Animated Desktop* available, so that we can more readily identify your problem.

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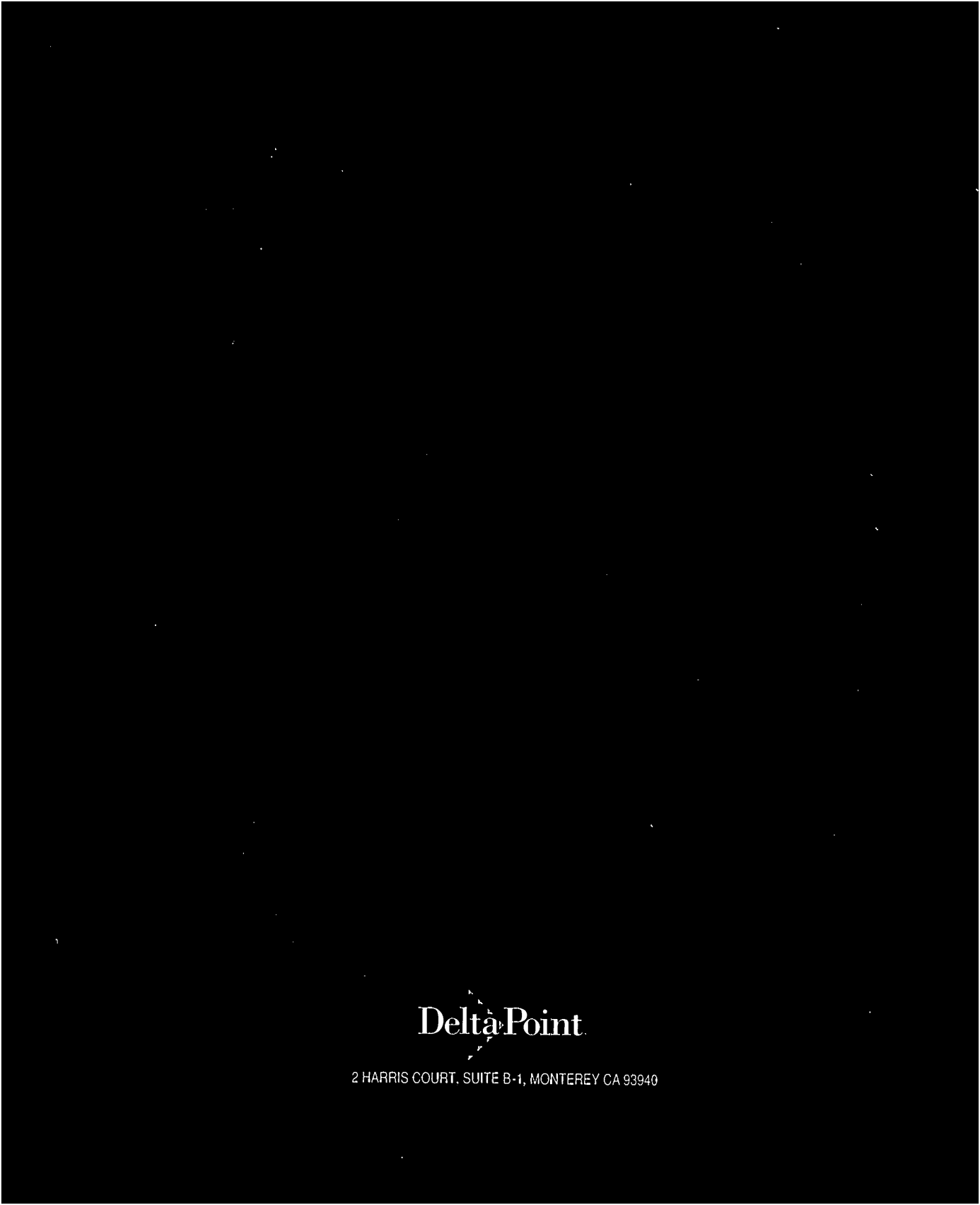
DeltaPoint, Inc.
2 Harris Court, Suite B-1
Monterey, CA 93940
(408) 648-4000

Fax
(408) 648-4020

Technical Services
(408) 375-4700



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